Military AI Works Seaboard ANG Complete AI Package

Version: 2.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by Military AI Works, depicts several Air National Guard and Air Force Reserve units in the states of Maryland, Delaware and North Carolina to further populate your FS2004 skies. This package contains custom painted AI aircraft as well as full custom scenery for Andrews AFB in Camp Springs, Maryland. Included in this package are models, updated aircraft textures, unique callsign voicepacks for each squadron, and AFCADs for each squadron's home base.

NOTE: This version is a complete revamp of the previous Seaboard ANG package "woamil2". Be sure to remove ALL components of the previous package before installing this package, this is VERY important!

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1. About MAIW

Military AI Works (MAIW) is a loosely affiliated, international group of flightsim enthusiasts who share the common goal of seeing realistic military AI traffic in MS Flightsim. Our goals:

1) Produce only high-quality, freeware packages and products
2) Create military AI traffic accurately within the bounds of MS Flightsim
3) Promote new freeware military AI models, scenery and products
4) Advance military AI modeling of countries around the globe
5) Respect the rights of designers and contributors

To learn more about MAIW or to become a contributor, visit our website at http://www.militaryaiworks.com.

2. Credits

AFDs:
- John Stinstrom
- Desmond Burrell
- Dan Bourque
- Edith Black

Models:
- Al Aardvark
- Henry Tomkiewicz
- MAIW
- Miljan Korac
- Rysiek Winawer
- Edith Black

Flight Dynamics Design
- Michael MacIntyre
- Henry Tomkiewicz

- Al Aardvark

Repaints:
- Mike Pearson
- Mark Walsh
- Mark Heimer
- Graham King

Voicepacks:
- Desmond Burrell
- Dan Bourque

Flightplans:
- Desmond Burrell

Scenery:
- John Stinstrom
- Don Grovestine
- Edith Black

3. Units Included in this Package

201st Airlift Squadron/112th WG
Callsign: Boxer
Aircraft: C-40C
Base: Andrews AFB (KADW)

121st Fighter Squadron/112th WG
Callsign: Bully
Aircraft: F-16C/D
Base: Andrews AFB (KADW)

756th Air Refueling Squadron/459th ARW
Callsign: Deecee
Aircraft: KC-135R
Base: Andrews AFB (KADW)

135th Airlift Squadron/175th WG
Callsign: Witch
Aircraft: C-27J
Base: Martin State Airport (KMTN)

104th Fighter Squadron/175th WG
Callsign: Raven
Aircraft: A-10C
Base: Martin State Airport (KMTN)

142nd Airlift Squadron/166th AW
Callsign: Carmen
Aircraft: C-130H
Base: Wilmington/New Castle Airport (KILM)

156th Airlift Squadron/145th AW
Callsign: Epic
Aircraft: C-130H
Base: Charlotte-Douglas International Airport (KCLT)

4. Installation

Step 1) Install this package

1a) Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate AFD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFD's for the following airports (e.g. "AF2_XXXX.bgl," "AF2_XXXX_DEFAULT_XX.bgl" or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

KADW
KCLT
KILG
KMTN

NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFDs included in this package are thoroughly researched and highly detailed. If you are using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFD for the add-on scenery, but instead remove the MAIW AFD file (e.g. MAIW_XXXX_DEFAULT.bgl) after installation.

Step 3) Install callsign voicepacks

3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by clicking here.

3b) Run EditVoicepack and import all vcpmod files included in with this installation

3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Seaboard ANG V2/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1LFI, 1NTU, 1NXX, 2LFI, 2NTU, 2RDU, 3RDU, 4RDU, 5FBG, BOXER, BULLY, C27, CARMEN, DEECEE, EPIC, WITCH

3f) Update the Voicepack for FS9 by choosing "Update Voicepack" from the "File" menu--ensure the "Custom/Callsigns" box is checked in the left hand window. (note: the update may take a few minutes—do not attempt to start FS9 until the update is complete. Look for "Ready" in the lower left corner)

3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery
Included in this package is an excellent freeware scenery for Andrews AFB by John Stinstrom. These
sceneries will be automatically placed into the correct directory for installation when you install this package.
1) The folders "MAIW Andrews AFB (KADW)", "MAIW Scenery Library Objects" and "MAIW Land Class"
have already been installed into the "Addon Scenery" folder of your FS directory. In order to activate this
scenery you must start FS9, go to Settings and find the Scenery Library.
2) Click on "ADD AREA" and navigate to the "MAIW Andrews AFB (KADW)", "MAIW Scenery Library
Objects" and "MAIW Land Class" folders which should be, by default after installation, located in "Flight
Simulator 9\Addon Scenery". ***Note it is important that you place the "MAIW Land Class" folder and
"MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move
Down button. Ideally they should be lower than any other scenery you may have added and just above the
default FS9 scenery libraries. The "MAIW Land Class" folder should be below the "MAIW Scenery Library
Objects" folder. This will assure that you do not have any missing scenery or land class.
3)   Shut down FS and then when you restart the scenery will be installed and ready to use.
Also, if you have Imaginesim's payware Charlotte Douglas International Airport scenery, an optional AFCAD
has been included in the "Military AI Works/USA/USAF/Seaboard ANG V2/ Optional Files" folder for this
airport.

***That's it! You've successfully installed this package. Your AI traffic files will be automatically
updated the next time you run FS9***

5. Troubleshooting

Problems addressed:
"I've installed the package, but there are no Military AI aircraft at the airports"
"When I go to an airport, there are AI planes parked on top of one another"
"I can't find the aircraft in the aircraft selection menu"
"When the Military AI planes talk to ATC, they use only numbers, not callsigns"
"I'm following the Military AI aircraft, and they won't come back for touch-and-gos"

Problem: "I've installed the package, but there are no Military AI aircraft at the airports"

Potential issue: FS9 AI traffic density set too low
Fix action: In FS9, set the AI traffic density slider to at least 30%

Problem: "When I go to an airport, there are AI planes parked on top of one another"

Potential issue: Multiple AFCADs active for the same airport
Fix action: Using Windows Explorer, open the folder "Flight Simulator 9/Addon scenery/scenery." Look for
duplicate entries for the following airport identifier:

KADW
KCLT
KILG
KMTN

Files may be named in several ways. The most common are "AF2_KXXX.bgl,"
"AF2_KXXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl." Keep the file names starting with MAIW and
remove all others with duplicate airport identifiers.

Problem: "I can't find the aircraft in the aircraft selection menu"

<u>Issue</u>: These are AI aircraft and have been programmed to not show up in the flyable aircraft selection menu
<u>Fix action</u>: If you simply must select these aircraft, use an editing program such as AirEd and change the Aircraft type from "2" to "0"

Problem: "When the Military AI planes talk to ATC, they use only numbers, not callsigns"

<u>Potential issue</u>: Callsign Voicepacks were not installed correctly
<u>Fix action</u>: Run the EditVoicepack software. Look for the following callsigns in the "custom modifications/callsigns" section of the program:

**BOXER
BULLY
CARMEN
DEECEE
EPIC
WITCH**

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
""Flight Simulator 9/Military AI Works/USA/USAF/Seaboard ANG V2/Voicepack Callsigns"

Once this is complete, or if all callsigns are present, ensure the "Custom/Callsigns" box is checked in the left hand window and choose "File/Update Voicepack" to install them into FS9 (this may take a few minutes, do not open FS9 until the lower left of the EditVoicepack screen says "Ready.")

Problem: "I'm following the Military AI aircraft, and they won't come back for touch-and-gos"

<u>Potential issue</u>: You're following your AI aircraft
<u>Fix action</u>: Stop following your AI aircraft. For some reason, a watched AI aircraft does not always behave the way it is programmed to. If you wait for the aircraft at the airport, it will arrive on schedule

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6. Notes and Resources

This package was built by the <u>Military AI Works</u> online community. If you are interested in making Military AI traffic more realistic, visit this site!

<u>Flightplans</u>:
The Flightplans are fictional, but have been researched via Internet and message forums.   We have tried to make the plans as "realistic" as possible and have had to use our own judgment. Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

All flightplans were created using <u>RPP FPGen</u>.
Flightplans were installed using Lee Swordy's <u>TrafficTools</u> freeware traffic compiler.

<u>Callsigns</u>:
The callsigns used in this package are actual callsigns used by these units, based on information obtained in manuals and on internet.

All callsigns were created using the ingenious EditVoicepack freeware. This program is extremely simple and fun to use—if you need a new AI callsign, give it a try!

AFDs:
All AF2 files were created using Lee Swordy's AFCAD v2.21.
All AFX files were created using the payware Flight 1 Airport Facilitator X.

Warning do not open the AFX files using AFCAD v2.21, you may lose data. Only use Airport Facilitator to open AFX files.

7. Permissions and Disclaimers

Adverse Effects:
The contents of this package should not adversely affect your FS9 or computer operation if installed according to the instructions. The authors make no guarantee and bear no responsibility for adverse operation or lost/overwritten files on your computer.

Use of Contents:
THESE FILES MAY ONLY BE UPLOADED TO AVSIM or FLIGHTSIM.COM BY THE AUTHOR(s)

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Upload to FSPLANET.com will never be allowed by Military AI Works.

Any questions, suggestions and feedback on the contents may be directed to the forums at www.militaryaiworks.com.

Sources:
All information used to create this package was obtained via online, open-source research. All flight plans and schedules, while reasonable for military units, are fictional.

Thanks to everyone who made this possible.
Hello Jackie